**Java Chapter 5 – Methods and Parameters**

For each lab:

* You must save your code in browxy.com, email copies of your code in notepad or Microsoft Word), and print out code for each of your labs on separate paper.
* Plot out your code on graph paper and attach it to your printed code.
* Submit paper copies to me directly.

1. Code a method which draws a circle, given the coordinates of the center and the radius. Its header should be:

**private void circle (Graphics g, int xCenter, int yCenter, int radius)**

**drawCircle(g, 50, 50, 40)**

Things to consider:

- Diameter = Width of a circle

- Radius = ½ diameter

- Think about how you can find the center point of a circle using radius.

1. Code a method that draws one house. The header is:

**private void drawHouse(Graphics g, int bottomX, int bottomY, int width, int height)**

Here are the coordinates for where the house should be situated:

**drawHouse (g, 50,50,100,20);**

1. Code a method which draws a street of houses using the drawHouse method from question 2. A street consists of four houses and there should be a 20 pixel gap between each house. You will really have to do some critical thinking on this one. Remember that you are continuing on from question number 2 so you do not need to rewrite all of the code as you may copy what you have and continue on. The header is:

**private void drawStreet (Graphics g, int wallHeight, int bottomX, int bottomY)**

Here is a hint:

**drawStreet (g, 70, 50, 300)**